
Subject: GDI Defensive Tactic for Hourglass
Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Post #16 ah, Your new hear, I guess this is your first idea? Welcome to the forum, lots of good reading in hear.Hourglass is one of my favorite maps.Have you read the Harvester Tactics post, hope you have fun, you just have to watch your P's and Q's.See ya in a game!

Subject: GDI Defensive Tactic for Hourglass
Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you like the way I spell "here" , I'm getting retarded good night.

Subject: GDI Defensive Tactic for Hourglass
Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yep -- good tactic --BUT -- you have to save 1500 vs 800.so you should start with some MRLS (3 to kick some) and Hotwire - and you can start slamming them before they get close.and when they get danger close - block them and the AGT should finish them.(you may lose the MRLS -- but you should have enough for a med/mamie)for this to work - you need:warnings that a tank rush is coming (right/top/left)good driving skills and good shooting skills (notice how the MRLS missiles go where the target ring goes...)When i am BD on that map - i try to keep a tank to block incoming - but someone always manages to hop in when i'm repairing and tear off (*Boink* a few seconds later)And you made a key point - it takes two tanks to block.One game - two FT's came over top - the rest of the team took off to the right (dont know why - we were told a rush was coming over the top) - no one came back -I even asked the MRLS to come back -- but they kept going.i was in a med - started to engage on Ft' (the one the AGT was hitting)and the second FT just flew by and went right to the PP. (couldnt block both.)well - the first FT blew -- the driver/pax died. and i tore off to the PP.(did a quick "Help - pp"got to the back and there is the FT (flaming the PP) and a tech repairing him.. (Good tactic BTW)well i engaged the tech - but he got in the PP - so i started on the FT -- i managed to kill him - but - the tech blew the damaged PP with C-4.meanwhile - two more FT's came over the top and toasted us.and to top it off - i got yelled at "Stone - i thought you were on base defense!" by some wit.I type backed - "one tank cant stop two -"(thinking - not with team players like you...)ahhh - makes you want to stop and wonder why....the only ray of hope was that the Nod team was well organized. and made me realize that the PP is open to attack by a determined attacker. (so mines should go there)Wish i was on the other side....

Subject: GDI Defensive Tactic for Hourglass
Posted by [Anonymous](#) on Wed, 10 Apr 2002 14:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've been blindsided by the Nod rush to the powerplant on this level also. The best I've seen it is

when three or four flamers come barreling in, drawing everyones focus, while a sneaky apc sneaks by in the confusion, dropping of techs and hotwires around the base (particularly the powerplant). Keep an eye on those rushes folks. We can't assume they'll head for the AGT (although, 9 out of 10, they do).And nobody but NOBODY has the right to flame someone who's been doing base D. If you don't think someone is doing enough, go and help, don't flame them. I ALWAYS feel stupid when a building get's blown and I was out in the field, I never blame anyone else. It's as much my fault for not being in base as it is anyone who was in there fighting the good fight.

Subject: GDI Defensive Tactic for Hourglass
Posted by [Anonymous](#) on Wed, 10 Apr 2002 17:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well I'm very strategic, and when I am on nod and have destroyed the obelisk, and seen a large vehicle defense, I always get a stealth soldier with nuke. But sometimes I apc rush with tech, and if you're a good driver and get lucky, you can ram the mammoth tank hard enough to open up a space for you. But I have sneaked into a base with 2 mammoth defense, you just have to time it right and be smart. Just to let you know it's not foolproof.

Subject: GDI Defensive Tactic for Hourglass
Posted by [Anonymous](#) on Wed, 10 Apr 2002 19:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

them used against me later.
